

GAME BOY ADVANCE™

AGB-BTAP-UKV

ASTRO BOY™

OMEGA FACTOR



INSTRUCTION BOOKLET

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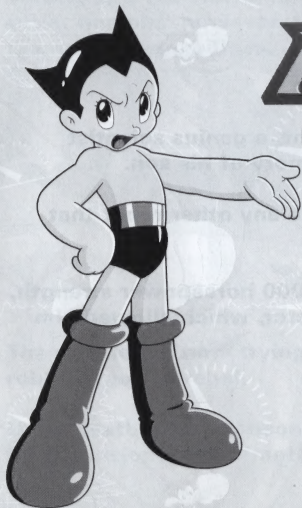


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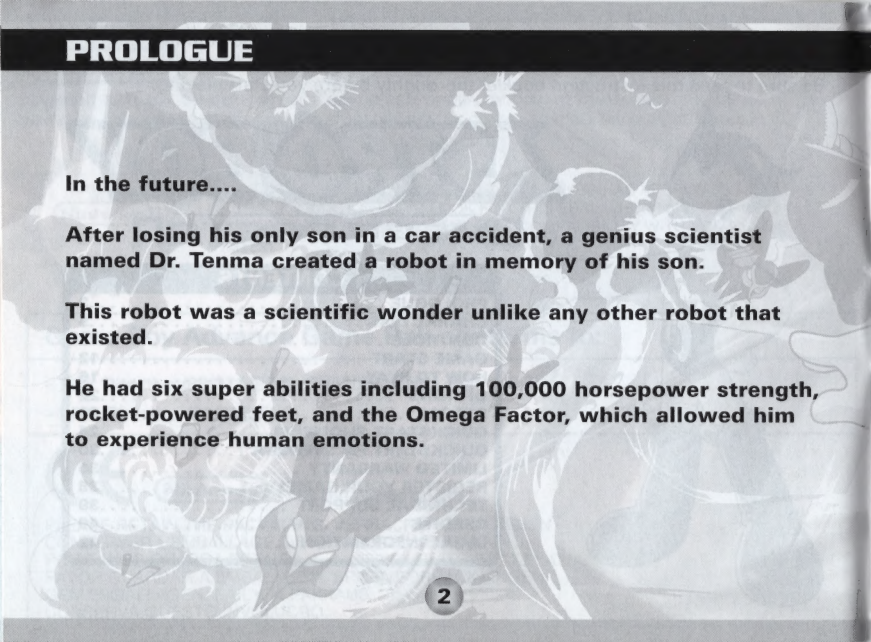
ASTRO BOY™

OMEGA FACTOR

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PROLOGUE

A detailed background illustration in a light blue and white monochrome style. It depicts a robot, likely the character Ashura from the anime 'Mushoku Tensei', in a dynamic, action-oriented pose. The robot is surrounded by swirling energy, sparks, and motion lines, suggesting a high-speed battle or a powerful activation of its abilities. The overall aesthetic is that of a manga or anime art style.

In the future....

After losing his only son in a car accident, a genius scientist named Dr. Tenma created a robot in memory of his son.

This robot was a scientific wonder unlike any other robot that existed.

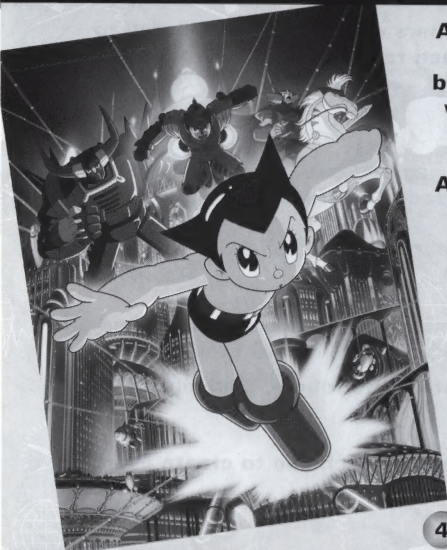
He had six super abilities including 100,000 horsepower strength, rocket-powered feet, and the Omega Factor, which allowed him to experience human emotions.

Throughout the world, large numbers of robots were created to assist humans, however, the human race soon became afraid of the robots' capabilities.

The people are now trying to destroy the robots, causing the robotic race to rebel.

Underneath it all, someone is plotting a scheme to create even more tension and ultimately bring war.

PROLOGUE

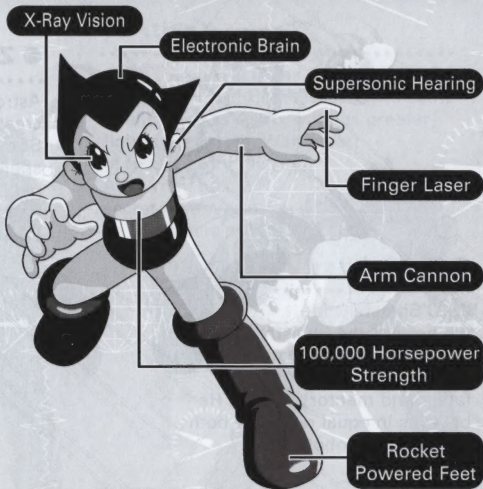


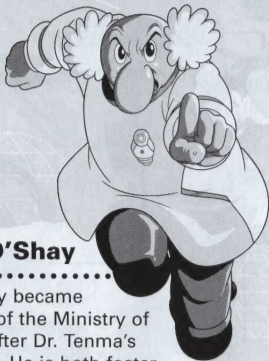
Astro, who embodies both human and robotic traits, stands as a bridge between the two races and will always fight to reunite these two factions.

Astro must use not only his super powers, but his human Omega Factor to bring peace to robots and humans.

● ASTRO

.....
The most technologically complex robot in the world, Astro has an artificial brain that allows him to reason and feel emotions just like a human. He is pure-hearted and has a strong sense of justice. Don't let his boy-like tendencies fool you. He will confront any enemy-big or small.





● Dr. O'Shay

Dr. O'Shay became the head of the Ministry of Science after Dr. Tenma's departure. He is both foster father and mentor to Astro. He believes in equal rights for both humans and robots.

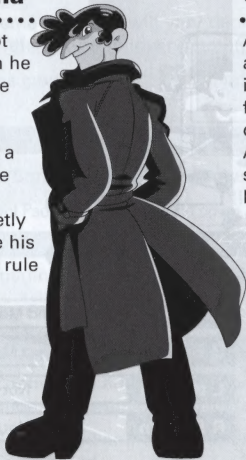
● Zoran

Astro's sister was created by Dr. O'Shay. She is somewhat spoiled and tends to get both herself and Astro into trouble. Despite this, she and Astro have a very strong bond.



● Dr. Tenma

A brilliant robot scientist. When he was head of the Ministry of Science, Dr. Tenma created a robot to replace his dead son, Tobio. He secretly desires to have his robotic empire rule the world.



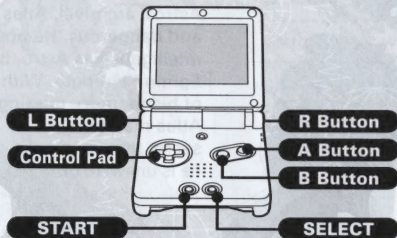
● Atlas

Astro's archrival, Atlas is both powerful and dangerous. He possesses the same intelligence as Astro, but has greater fighting strength. With a part of his memory missing, Atlas may hold a secret that even he is unaware of.



CONTROLS

Basic control scheme. (See P.11 for more information on Astro's abilities.)



Controls in Menu Mode/Dialog

| | |
|--------------|----------------------------------|
| START | Start Game/Skip Events in dialog |
|--------------|----------------------------------|

| | |
|---------------|----------|
| SELECT | Not Used |
|---------------|----------|

| | |
|--------------------|--------------------|
| Control Pad | Select Modes/Items |
|--------------------|--------------------|

| | |
|-----------------|-------------------------------|
| A Button | Enter/Send Messages in dialog |
|-----------------|-------------------------------|

| | |
|-----------------|--------------------------------|
| B Button | Cancel/Send Messages in dialog |
|-----------------|--------------------------------|

| | |
|-----------------|----------|
| L Button | Not Used |
|-----------------|----------|

| | |
|-----------------|----------|
| R Button | Not Used |
|-----------------|----------|

■ Astro's Abilities

The control scheme for Astro will vary depending on the type of stage you are playing. Please refer to the following notations as a reference for each ability:

G Controls on the ground

A Controls in mid-air

S Controls for Shooting Stages

Move

G A | Use the Control Pad ◀ ▶ to move.

S | Use the Control Pad ▲ ▼ to move up and down, and ◀ ▶ to move sideways.

Dash

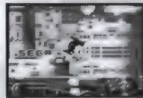
Astro remains invulnerable during the Dash.

G A | Press the Control Pad ◀ or ▶ twice.

Jet

A | Press the Control Pad and the A Button during the Jump. To move direction, press the Control Pad.

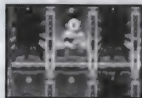
S | Press the Control Pad and the A Button. To move direction, press the Control Pad.



CONTROLS

Jump

G | Press the A Button.



Punch

G A | Press the B Button. If you press the Punch Button three times in a row, you will perform the Kick and Throw move on the fourth hit.



Kick and Throw

G A | Press the B Button while pressing the Control Pad ▼.

Note that it is effective to kick and throw opponents, especially when you are surrounded by them. You can damage opponents by throwing another opponent at them.



Finger Laser

G A | Press the B Button while pressing the Control Pad ▲.

S | Press the B Button.



- **EX ATTACK:** Inflict EX attack using the EX points saved in the EX Gauge. The EX points decrease as the EX attack is performed.

EX Dash

- G A S** | Press the A and B Buttons simultaneously (use the Control Pad to alter direction).



Shot Weapon

- G A S** | Press the L Button.



Arm Cannon

- G A S** | Press the R Button.



- **Use your Jets!** - To jet while flying, use the Control Pad in the air. When assigning power-ups, keep in mind that the more power allocated to your Jets, the more times you can use it at once. You can also use it to jump higher and reach higher places.

GAME START

■ Start The Game

Press START at the Title Screen to display the Mode Select Screen. Press the A Button to select a mode after highlighting it using the Control Pad ▲▼.



START

Play as Astro in the main storyline of the game.

OPTION

Check out a variety of options used in this game. See P.24 for more details.

* In this game, the game data is saved automatically. The data is also saved when clearing a stage or when a higher score is recorded. When ending the game, return to the Title Screen and turn off the power to avoid corruption to the game data.

■ Data Select Screen

By choosing Game Start on the Mode Select Screen, the Data Select Screen is shown. Select 1 saved data (of which a player can save up to 3) and press the A Button. To copy or delete saved data, make a selection from the menu shown on the bottom of the screen and press the A Button to confirm.

※ The game will not save or delete data until after you exit the Data Select Screen.



● **COPY:** Copy the saved data. First, choose the saved data you want to make a copy of, then select the slot you wish to copy the saved data to. Press the A Button to copy. Note that only one saved data can be copied into any given slot.







● **DELETE:** Delete the saved data. Once the saved data is selected to delete, a confirmation screen will appear. Press the A Button to delete the selected data. Beware that once the data has been deleted, it cannot be restored.





GAME START

Play the game from the beginning

By choosing an empty slot, the Name Entry and Difficulty Setting Screen will appear. Once you have entered your selection, the game will begin.

● **NAME ENTRY:** Move a cursor using the Control Pad   and use the Control Pad   to enter alphanumeric characters and symbols. Press the A Button to end the Name Entry.



● **DIFFICULTY SETTINGS:** Use the Control Pad   to select EASY/HARD and press the A Button to enter a selection. Note that you cannot change the difficulty level once it is selected at the beginning of the game.



Resume the Game

When selecting a previously saved game, you will begin play from the point where you last saved.



- Tezuka Characters Part 1 -

Wato Chiyoko

Since her caring nature has been highly praised by Dr. O'Shay, she has been given a special position as tutor to Astro. She always carries Band-Aids with her and she has an interest in ancient civilizations.



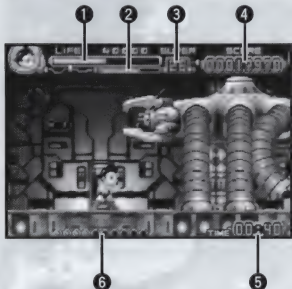
Wally Kisagari

His real name is Shunsaku Ban. He is a well-known and talented detective in Japan. He pursues Kinsankaku and its gangsters, who are on international Most Wanted lists. He also seeks to uncover the mystery of the Marine Express.



HOW TO PLAY

■ How To View The Screen



1 Life Bar: If the bar drops to zero, Astro will be knocked unconscious.

2 EX Gauge: By hitting opponents successfully, the EX Gauge fills. Every time it is filled, Astro's EX Points increase.

3 EX Points: The EX Points decrease as you use the EX attacks.

4 Score: Your Score will go up as you defeat opponents.

5 Time: Displays time elapsed from beginning of the stage.

6 Opponent's Life Bar: Defeat opponents by continually inflicting damage until this bar is empty.

By pressing START during gameplay, the game is paused and the Pause Screen appears. Highlight a selection and select it by pressing START or the A Button.

● **CONTINUE:** Returns to the game.

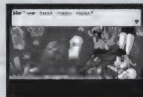
● **RETRY:** Restarts from the point where the game was previously saved.

● **EXIT:** Returns to the Title Screen.



■ Game Flow

Throughout the game, you will encounter characters from the works of Osamu Tezuka, the creator of the *Astro Boy* comic and cartoon. The more characters you collect, the more Astro will evolve. Explore as much of the game as possible to find all the characters.



Even after completing all of the stages, you can continue to replay the game to encounter new characters and unlock new stages. See "Secrets of Omega Factor" on P.20 for more details.

- Tezuka Characters Part 2 -

Amazing Three

The Amazing Three traveled to Earth as a group of three and disguised themselves as animals. Bokko, Pukko, Nokko are seen only as a rabbit, a duck, and a horse. Traveling on a huge tire-shaped vehicle called Big Rolly, they go from place to place bringing peace to everywhere they go.



HOW TO PLAY

■ Omega Factor

What is Omega Factor?

In Astro's electronic brain, there is the equivalent of a human heart called Omega Factor. The Omega Factor develops itself as Astro meets new people.

★ Meet the "Tezuka characters"

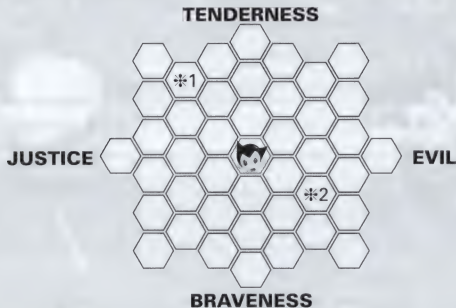
After meeting the Tezuka characters hidden in various stages in the game, the screen switches to the Omega Factor Screen shown on the right. Each Tezuka character discovered is shown in a hexagonal box on the screen. Note, that Astro's level of understanding and information on the character, will determine whether or not a character is displayed in the box. To fill the boxes, gather as much information as you can on the characters. Also strengthening Astro's sensor may also help you find information.



※ To view the Omega Factor Screen anytime during the game, press SELECT.

■ How to View Omega Factor

The Tezuka characters are categorized into 4 types; TENDERNESS / BRAVENESS / JUSTICE / EVIL. When Astro figures out the qualities of the character, the character is shown in a box somewhere on the Omega Factor Screen. For instance, if the character is displayed in a box on the left above Astro, it indicates that the character has been perceived as being "tender with a strong sense of justice." (see ※1.) On the contrary, if the character is put in a box on the right beneath Astro, it describes the character as being "evil and brave." (see ※2.)



HOW TO PLAY

Astro's Power Up

Astro has six special skills. With each Tezuka character you encounter, you can power-up one of your abilities. Once the Screen on the right is displayed, select a skill you wish to strengthen. Press the A Button to enter a selection. For details on the 6 skills, see below.



- **Life:** Astro's number of lives goes up.
 - **Punch:** Melee Attack Power increases.
 - **Laser:** Increase Arm Cannon and Finger Laser strength.
 - **Shot:** Increase Shot Weapon power.
 - **Jet:** The number of times you can use the Jet increases.
 - **Sensor:** Astro's sensitivity sharpens and he becomes capable of sensing subtle changes. You might be able to find someone you have not seen yet.
- ※ Press the L/R Button on the Omega Factor Screen to view the Power Up Screen.

■ Continue & Game Over

If Astro loses all of his life bar and is knocked down, you are given the option to continue the game or quit.



- **CONTINUE:** Retry the game from the point where you were knocked down. You can retry as many times as you like.
- **EXIT:** Press the A Button to return to the Title Screen.

- Tezuka characters Part 3 -

Big X

.....

Big X is an invulnerable super hero. He is strong enough to deflect bullets or catch a plane by hand. Following the V3, a horrifying combat robot, he infiltrated the Cruciform Island.



OPTIONS

Information on the Tezuka characters and score data can be viewed here. Select an item you wish to view using the Control Pad $\blacktriangle\blacktriangledown$ and press the A Button. To quit Options, press the B Button.

■ Tezuka characters

View details on the Tezuka characters that Astro meets during the game. Use the Control Pad $\blacktriangleleft\blacktriangleright$ to choose a character, and press the A Button to display the details. To return to the previous screen, press the B Button.



■ High Score

Check the high score and a record of play time. Choose the score you wish to see using the Control Pad $\blacktriangle\blacktriangledown$ and press the A Button. Press the B Button to return to the Options Screen.



■ Delete All Data

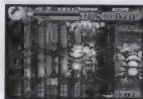
By selecting this item, all game data previously saved will be deleted. (see. P.15 for details on saved data). Beware that once the data is deleted, it cannot be restored.

By clearing certain conditions, more options may become available.

Here is an introduction to some of the stages that appear in the game.

■ Metro City

This futuristic city is where Astro was introduced to the world. Humans and robots used to coexist here in peace, however, the robots got out of control and started attacking humans. Even worse, Ms. Wato, Astro's tutor was kidnapped by these robots. Is there a mastermind behind these occurrences? Astro must hurry to Ms. Wato's rescue and uncover the plot.



■ Cruciform Island

One after another, planes are being knocked out of the sky by some mysterious object. Only Astro can withstand the heat coming from this unknown entity, so he is sent to save the day. After destroying the mysterious object, Astro stumbles upon Cruciform Island, a hideout of Kinsankaku. Can Astro uncover the mystery of this island?

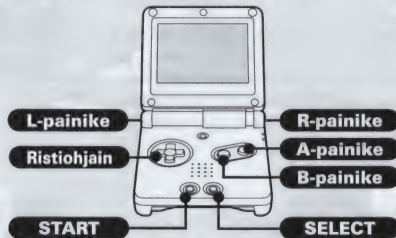


And Astro's journey continues....

QUICKSTART SUOMEKSI

OHJAIMET

Perusohjaimet. (Ks. sivulta 27 lisätietoja Astron kyvyistä.)



Ohjaimet valikoissa/keskustelutilassa

| | |
|--------------|---|
| START | Aloita pelin/Ohittaa keskustelutapahtumat |
|--------------|---|

| | |
|---------------|-------------|
| SELECT | Ei käytössä |
|---------------|-------------|

| | |
|--------------------|---------------------------|
| Ristiohjain | Valitse toiminnot/Tavarat |
|--------------------|---------------------------|

| | |
|------------------|---|
| A-painike | Syötä/Lähetä viestejä keskustelutilassa |
|------------------|---|

| | |
|------------------|---|
| B-painike | Peruuta/Lähetä viestejä keskustelutilassa |
|------------------|---|

| | |
|------------------|-------------|
| L-painike | Ei käytössä |
|------------------|-------------|

| | |
|------------------|-------------|
| R-painike | Ei käytössä |
|------------------|-------------|

■ Astron kyvyt

Astron ohjaaminen vaihtelee riippuen kulloinkin pelattavasta kentästä. Katso seuraavasta ohjeet kykyjen käytöstä:

G Ohjaimet maassa

A Ohjaimet ilmassa

S Ohjaimet
ampumakentissä

Liikkuminen

G A Käytä ristiohjaimen painikkeita ◀ ▶ liikkumiseen.

S Käytä ristiohjaimen painikkeita ⬆ ⬇ liikkumiseen ylös ja alas sekä ◀ ▶ sivuttaisliikkumiseen.

Pyrähdys

Astro on haavoittumaton pyrähdyksen aikana.

G A Paina ristiohjaimen painikkeita ◀ tai ▶ kahdesti.

Suihkumoottori

A Paina ristiohjainta ja A-painiketta hypyn aikana. Liikkumissuunta määräytyy ristiohjaimella.

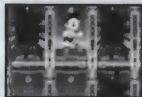
S Paina ristiohjainta ja A-painiketta hypyn aikana. Liikkumissuunta määräytyy ristiohjaimella.



OHJAIMET

Hyppy

G | Paina A-painiketta.



Lyönti

G A | Paina B-painiketta. Jos painat B-painiketta kolmesti peräkkäin, Astro suorittaa potku- ja heittoliikkeen neljännellä kerralla.



Potku ja heitto

G A | Paina B-painiketta ja ristiohjaimen painiketta ▼ yhtä aikaa. Vastustajien potkaiseminen ja heittäminen on tehokasta etenkin, kun Astro on piiritettynä. Vastustajia voi vahingoittaa heittämällä heitä toisilla vastustajilla.



Sormilaser

G A | Paina B-painiketta ja ristiohjaimen painiketta ▲ yhtä aikaa.

S | Paina B-painiketta.



- **EX-hyökkäys:** Suorita EX-hyökkäys käyttämällä EX-mittarin EX-pisteitä. EX-pisteet vähenevät, kun EX-hyökkäyksiä suoritetaan.

EX-pyrähdys

- G A S** | Paina A- ja B-painikkeita yhtä aikaa (käytä ristiohjainta suunnan muuttamiseksi).



Ammusase

- G A S** | Paina L-painiketta.



Käsitykki

- G A S** | Paina R-painiketta.



- **Käytä suihkumoottoreitasi!** - Lentäessäsi käytä ristiohjainta ohjaamiseen. Lisävoimia jakaessasi huomioi, että mitä enemmän voimaa laitat suihkumoottoreihin, sitä enemmän voit käyttää niitä. Niiden avulla voit myös hypätä korkeammalle.

■ Omega-tekijä

Mikä on Omega-tekijä?

Astron sähköisissä aivoissa on ihmissydäntä vastaava Omega-tekijä. Omega-tekijä kehittyy Astron kohdatessa uusia ihmisiä.

★ Tapaa "Tezukan henkilöt"

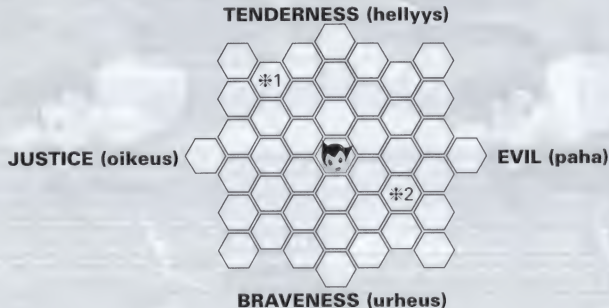
Kun Astro tapaa pelin eri kentissä piileksiviä Tezukan henkilöitä, ruutu vaihtuu oikealla näkyväksi Omega Factor -ruuduksi. Jokainen löydetty henkilö näkyy ruudussa kuusikulmaisessa laatikossa. Astron ymmärtämys ja tiedot henkilöstä vaikuttavat siihen, näkyykö henkilö laatikossa. Täyttääksesi laatikot kerää mahdollisimman paljon tietoa henkilöistä. Astron sensorin voimistaminen voi helpottaa tiedonkeruuta.



※ Nähdäksesi Omega Factor -ruudun pelin aikana paina SELECT.

■ Kuinka Omega-tekijää katsotaan

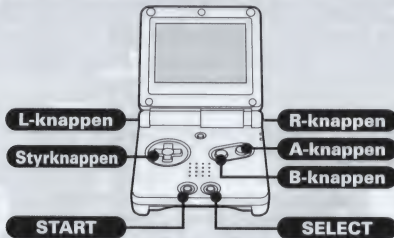
Tezukan henkilöt jakautuvat neljään tyyppiin: TENDERNESS (hellyys) / BRAVENESS (urheus) / JUSTICE (oikeus)/ EVIL (paha). Kun Astro selvittää henkilön ominaisuudet, henkilö näkyy tietyssä kohdassa Omega Factor -ruutua. Jos henkilö esiintyy esim. Astron vasemmalla yläpuolella, hän on Astron mielestä hellä ja oikeudenmukainen.(ks. ✱1.) Vastaavasti Astron alapuolella oikealla oleva henkilö olisi paha ja urhea (ks. ✱2.)



QUICKSTART PÅ SVENSKA

■ KONTROLLER

Grundläggande styrschema. (Se sid. 33 för mer information om Astros färdigheter.)



Kontroller i Menu Mode/Dialog (Menyläge/Dialog)

| | | | |
|--------------------|---|------------------|--|
| START | Starta spelet/Hoppa över en del av dialogen | A-knappen | OK/Skicka meddelanden under dialog |
| SELECT | Används inte | B-knappen | Avbryt/Skicka meddelanden under dialog |
| Styrknappen | Välj mellan olika lägen eller objekt | L-knappen | Används inte |
| | | R-knappen | Används inte |

■ Astros färdigheter

Astros styrschema varierar beroende på vilken typ av nivå du spelar på. Följande beteckningar står för olika nivåer och används i beskrivningen längre fram:

G Styrning på marken

A Styrning i luften

S Styrning på skyttenivåer

Förflytta dig

G A | Använd styrknappen ◀ ▶ för att förflytta dig.

S | Använd styrknappen ▲ ▼ för att förflytta dig i höjdlid och ◀ ▶ för att förflytta dig i sidled.

Springa

Astro är osårbar när han springer.

G A | Tryck på styrknappen ◀ eller ▶ två gånger.

Jetmotor

A | Tryck på styrknappen och A-knappen under ett hopp. Använd styrknappen för att styra.

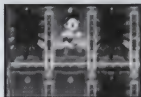
S | Använd styrknappen och A-knappen. Använd styrknappen för att styra.



KONTROLLER

Hoppa

G | Tryck på A-knappen



Slå

G A | Tryck på B-knappen. Om du trycker tre gånger i rad gör du en spark och ett kast på den fjärde träffen.



Spark och kast

G A | Tryck på B-knappen samtidigt som du håller ner styrknappen ▼.

Kom ihåg att det här är en effektiv spark- och kastmanöver, särskilt om du är omringad av fiender. Du kan skada dina fiender genom att kasta dem på varandra.



Fingerlaser

G A | Tryck på B-knappen samtidigt som du håller ner styrknappen ▲.

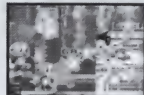


S | Tryck på B-knappen.

- **EX-ATTACK** | I en EX-attack använder du poängen som du har samlat ihop i EX-mätaren. Poängsumman minskar i samband med attacken.

EX-språng

- G A S** | Tryck samtidigt på A- och B-knappen. (Använd styrknappen för att ändra riktning.)



Skjutvapen

- G A S** | Tryck på L-knappen.



Armkanon

- G A S** | Tryck på R-knappen.



- **Använd jetmotorerna!** - Med hjälp av styrknappen kan du använda dina jetmotorer när du flyger. När du får uppgraderingar bör du tänka på att ju mer du uppgraderar jetmotorerna, desto fler gånger kan du använda dem direkt. De kan också användas för att hoppa högre.

SPELINSTRUKTIONER

■ Omega-faktor

Vad är Omega-faktorn?

I Astros elektroniska hjärna finns hans "Omega Factor" (Omega-faktor) som fungerar som människans känslor. Den utvecklas i takt med att Astro träffar nya bekanta.

★ Träffa "Tezuka-figurer"

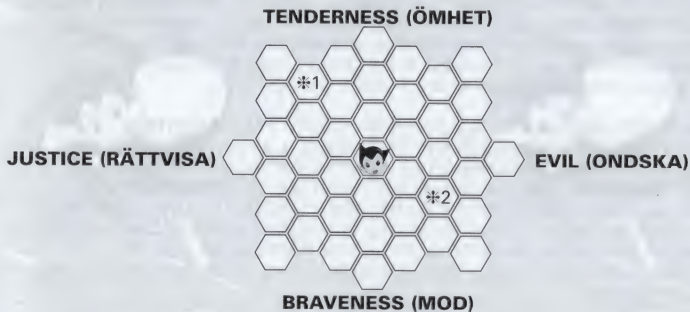
När du träffar en av de Tezuka-figurer som finns gömda på olika nivåer i spelet visas "Omega Factor Screen" (fönstret Omega-faktor) på höger sida av skärmen. För varje Tezuka-figur som du har lärt känna visas en hexagon på skärmen. Tänk på att det är hur väl Astro förstår och hur mycket han vet om figurerna som avgör om de visas i hexagonerna eller inte. För att fylla dem måste du samla in så mycket information om figurerna som möjligt, något som kan gå lättare om du stärker Astros sensor.



※ Du kan visa Omega Factor Screen (fönstret Omega-faktor) när som helst genom att trycka på SELECT.

■ Visa Omega-faktorn

Tezuka-figurerna är indelade i fyra kategorier: TENDERNESS (ÖMHET)/BRAVENESS (MOD)/JUSTICE (RÄTTVISA)/EVIL (ONDSKA). När Astro lärt sig vilka egenskaper en figur har visas den i Omega Factor Screen (fönstret Omega-faktor). Om figuren till exempel visas i en ruta uppe till vänster om Astro tyder det på att figuren är ömsint och har en stark känsla för rättvisa. (Se ※1.) Om figuren i stället visas i en ruta nere till höger om Astro är den ond och modig. (Se ※2.)



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CREDITS

The following credits list the staff responsible for the localization, and marketing for the European release of Astro Boy: Omega Factor. See in-game credits for the complete list of the original development staff.

- Executive Producer : Hisao Oguchi
- Producer : Mie Kumagai
- Director/Game&Visual Concept/Story : Tez Okano
- Main Programmer/Game Design : Yaiman
- Programmer : Yuuki Mibu, Katsuhiro Sanjou,
Hiroto Matsuura
- Main Designer/Game Supervisor : Naokiman
- Designer : Dad Ogino, Tomoharu Saito, Satoshi
Nakai, Satoshi Yokokawa
- Music-NON, Tsuyoshi Kaneko
- Sound Effect : Satoshi Murata
- Special Thanks to : Masato Maegawa, Haruko
Hosaka, Naoyo Kann & Patrash

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- Vice President of Product Development : Laetitia May
- Executive Director of Sales : Mark Caplan
- Manager of Product Development : Eric Thomsen
- Astro Boy TV Show Producer : Grace Benn

■ Sega Logistics Service Co., Ltd

- Creative Design Team-
- Supervisor : Yoshihiro Sakuta
- Co-Supervisor : Hisakazu Nakagawa
- Designer : Satoru Ishigami
- Translator/DTP : Asako Miyajima

SEGA EUROPE, LTD.

- President and COO: Naoya Tsurumi
- Managing Director Publishing: Mike Hayes
- VP - Product Development: Jin Shimazaki
- European Marketing Director: Matt Woodley
- Head of European Marketing: Gary Knight
- Localisation Producer: Akiko Uchida
- European Marketing Manager: Helen Nicholas
- Assistant European Product Manager:
Claire Brummell
- Creative Services: Tom Bingle, Morgan Gibbons
- Translators: Daniela Kaynert, Brigitte Nadesan,
Marta Lois Gonzalez, Giuseppe Rizzo
- QA Manager: Mark Le Breton
- QA Supervisor: Darius Sadeghian, Marlon Grant,
Master Tech., Trevor Barnes
- Lead Tester: Jonathon King
- Testers: Jay Atkins, Justin Shehata, Ricky Ip,
Kevin Breanach, Femi Sani
- TRC Specialist: Mike Hanley
- Language Testers: Max Brode, Antonella Marras,
Jean-Baptiste Bagot,
Luis J. Paredes
- SOE Special Thanks: Anna Andre, Sonia Souto

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Rev-D (L)

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Age Rating categories:

Les catégories
de tranche d'âge:



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Note: There are some local variations!

Note: Il peut y avoir quelques variations en fonction du pays!

Content Descriptors:

Description du contenu:



BAD LANGUAGE
LA FAMILIARITÉ
DE LANGAGE



DISCRIMINATION
LA DISCRIMINATION



DRUGS
LES DROGUES



FEAR
LA PEUR



SEXUAL CONTENT
LE CONTENU SEXUEL



VIOLENCE
LA VIOLENCE

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